

**LISTING OF CLAIMS**

1. (canceled)

2. (canceled)

3. (canceled)

4. (currently amended) An updating system for transforming a first data image into a second data image, wherein said first image resides across k memory blocks of a block-structured non-volatile memory device contained in a client device, said updating system comprising:

an update generator that produces an update package resulting from a comparison between the first data image and the second data image whereby said comparison selects and encodes an instruction set comprising a plurality of SETBLOCK, COPY and ADD operations for each of the k memory blocks; and

an update decoder resident on the client device, whereby said update decoder interprets the instruction set of the update package and applies the update package to update the k memory blocks;

wherein the SETBLOCK operations identify specific operations applicable to specific memory blocks and facilitate memory block updating in a non-sequential manner;

~~The system of claim 4~~ wherein said update package further includes a status array comprised of at least two switchable status identifiers associated with each memory block X of k to be updated as instructed by the instruction set contained in the update package.

5. (canceled).

6. (canceled)

7. (currently amended) An updating system for transforming a first data image into a second data image, wherein said first image resides across k memory

blocks of a block-structured non-volatile memory device contained in a client device,  
said updating system comprising:

an update generator that produces an update package resulting from a  
comparison between the first data image and the second data image whereby said  
comparison selects and encodes an instruction set comprising a plurality of  
SETBLOCK, COPY and ADD operations for each of the k memory blocks; and

an update decoder resident on the client device, whereby said update decoder  
interprets the instruction set of the update package and applies the update package to  
update the k memory blocks;

wherein the SETBLOCK operations identify specific operations applicable to  
specific memory blocks and facilitate memory block updating in a non-sequential  
manner;

wherein for each memory block X of k blocks an updated version of such Xth  
memory block is first constructed in a scratch memory, and then memory block X is  
reprogrammed with the contents of the scratch memory;

~~The system of claim 3~~ wherein said update decoder maintains at least two  
copy-offset values comprised of a current offset value and a non-current offset value,  
and wherein the instruction set of said update package further comprises a plurality of  
SETCOPYOFFSET operations, which SETCOPYOFFSET instructions ~~are~~ instruct  
the update decoder to toggle the copy-offset value between the current value and the  
non-current value.

8. (previously presented) The system of claim 7, wherein said update  
decoder further comprises a mode mechanism that switches the update decoder from  
using the copy-offset value to using a zero offset.

9. (canceled)

10. (canceled)

11. (canceled)

12. (currently amended) A method of updating to a second image a first image stored across k memory blocks of a non-volatile memory device contained in a client device, said updating method comprising:

Generating an update package by comparing the first image and the second image and using result of said comparison to encode an instruction set comprised of a plurality of SETBLOCK, COPY and ADD operations for each of the k memory blocks;

Applying the instruction set by interpreting the instruction set to direct the updating of the memory blocks in an order specified by the SETBLOCK operations, wherein the SETBLOCK operations facilitate memory block updating in a non-sequential manner;

~~The method of claim 9 further comprising the steps of:~~

a.——Constructing an updated version of each Xth memory block in a scratch memory location accessible to the client device wherein said scratch memory location is at least as large as the largest of the k memory blocks;

b.——Reprogramming a temporary memory block in a non-volatile memory device with the contents of the scratch memory;

c.——Switching a first switchable status identifier when step b is completed with respect to each memory block;

d.——Reprogramming the Xth memory block with the contents of the temporary memory block; and

e.——Switching a second switchable status identifier when step d is completed with respect to each memory block.

13. (currently amended) The method of claim 12 further comprising ~~the steps of:~~

Checking the second status identifier for each Xth block;

Then for the first block encountered for which such second status identifier is still set, checking the first status identifier with respect to such; and

Proceeding to update such block commencing from ~~step (d) above~~ the Xth memory block reprogramming if said first status identifier is clear, or proceeding to update the subsequent block X+1 commencing at the updated block constructing step (a) above.

14. (canceled)

15. (previously presented) A system for reliably updating on a client device a first image stored across a plurality of memory blocks of a non-volatile memory device to create a second image, said system comprising:

a. an update package including an instruction set, which instruction set comprises a plurality of ADD and COPY operations associated with each of the plurality of memory blocks to be updated;

b. a status array comprised of a least two switchable status identifiers associated with each of the plurality of memory blocks, wherein one X block of k blocks to be updated as instructed by the instruction set is contained in the update package; and

c. an update decoder resident on said client device that interprets the update package and applies the instruction set to update the plurality of blocks on a block-by-block basis, and which update decoder accesses and manipulates the status identifiers when applying said instruction set;

wherein said at least two switchable status identifiers are configured to facilitate restarting update processing if said update processing is interrupted.

16. (previously presented) The system of claim 15 further comprising a status array of at least first and second switchable status identifiers associated with each Xth memory block of k to be updated, whereby the first switchable status identifier is switched from a first state to a second state when the contents of the scratch memory are stored in a temporary memory block in a non-volatile memory

device prior to said contents being reprogrammed into the Xth memory block, and whereby the first second switchable status identifier is switched from a first state to a second state when the updated code is reprogrammed into the Xth memory block from said temporary memory device rather than with the contents of the scratch memory [status bit].

17. (previously presented) The system of claim 15 wherein said status array is comprised in the update package.

18. (previously presented) The system of claim 17 wherein the instruction set further comprises a plurality of SETBLOCK operations, at least one each associated with each of the plurality of memory blocks to be updated.